

2. *A method as claimed in claim 1, wherein said information is transmitted to said frame synchronization providing node of said network using one or more time slots of one or more bitstreams of said network.*

3. (Amended) A method as claimed in claim 1 [or 2], wherein said controlling of the transmission of said recurrent frame synchronization information comprises controlling the size of one or more frames of a bitstream of said network.

4. (Amended) A method as claimed in claim 3, wherein said controlling of the size of one or more frames comprises controlling the number of slots provided in said one or [of] more frames.

5. (Amended) A method as claimed in claim 1 [any one of the preceding claims], wherein said method is performed at a switch node that is arranged to switch data between time slots of a first bitstream and a second bitstream of said network, and wherein:

said detecting step comprises determining a frame drift between said first bitstream and said second bitstream;

said generating step comprises generating information relating to a so-determined frame drift; and

said transmitting step comprises transmitting said information relating to said frame drift to at least said frame synchronization providing node of said network, said data preferably being used at said frame synchronization providing node for affecting the provision of said recurrent frame synchronization signal based thereupon for eliminating said frame drift.

6. (Amended) A method as claimed in claim 1 [any one of the preceding claims], wherein said frames are divided into time slots.

7. *A method as claimed in claim 6, wherein circuit-switched channels are established on said bitstreams, each channel comprising a respective set of one or more time slots of the frames of the one or more bitstreams over which it is established.*

LAW OFFICES OF
SKJERVEN MORRILL
MACPHERSON LLP

25 METRO DRIVE
SUITE 700
SAN JOSE, CA 95110
(408) 453-9200
FAX (408) 453-7979

8. (Amended) A method for providing synchronization in a communication network, said method comprising the steps of:

providing, at a node of the network, a bitstream with a recurrent frame synchronization signal defining recurrent frames on said bitstream;

receiving information relating to a frame synchronization situation, at least partly depending on said recurrent frame synchronization signal, as determined at another node of the network; and

affecting, at said [a] node, the provision of said recurrent frame synchronization signal on said bitstream based upon said information.

9. *A method as claimed in claim 8, wherein said information comprises phase drift information and wherein said affecting of the provision of said recurrent frame synchronization signal aims to eliminate said frame drift.*

10. (Amended) A method [Method] as claimed in claim 9, wherein said step of affecting the provision of said recurrent frame synchronization signal comprises controlling the size of said frames on said [a] bitstream.

11. (Amended) A method [Method] as claimed in claim 10, wherein said controlling of the frame rate comprises controlling the number of slots provided in one or [of] more frames of said [a] bitstream.

12. (Amended) A method as claimed in claim 8 [any one of claims 8-11], wherein said frames are divided into time slots.

13. *A method as claimed in claim 12, wherein circuit-switched channels are established on said bitstreams, each channel comprising a respective set of one or more time slots of the frames of the one or more bitstreams over which it is established.*

14. (Amended) An apparatus for providing synchronization in a communication network wherein data is transferred on bitstreams in frames, each frame of a bitstream being defined by a recurrent frame synchronization signal that is transmitted on said bitstream, comprising:

LAW OFFICES OF
SKJERVEN MORRILL
MACPHERSON LLP

25 METRO DRIVE
SUITE 700
SAN JOSE, CA 95110
(408) 453-9200
FAX (408) 453-7979

means [(11)] for detecting a recurrent frame synchronization signal on a bitstream of said network;

means [(120)] for generating information relating to a frame synchronization situation that depends at least in part on the detected recurrent frame synchronization signal; and

means [(112)] for transmitting said information to a frame synchronization providing node of said network, said information preferably being used at said frame synchronization providing node for affecting provisions of said recurrent frame synchronization signal into said bitstream based thereupon.

15. *An apparatus as claimed in claim 14, wherein said transmitting means are provided to transmit said information to said frame synchronization providing node of said network using one or more time slots of one or more bitstreams of said network.*

16. (Amended) An apparatus as claimed in claim 14 [claims 14 or 15], wherein said apparatus is arranged to switch data between a first bitstream and a second bitstream of said network, and wherein:

said detecting means comprises means for determining a frame relationship between said first bitstream and said second bitstream;

said information is generated by said generation means to comprise information on said frame relationship.

17. *An apparatus as claimed in claim 16, wherein said information on said frame relationship as generated by said generation means comprises information on any determined frame drift between said first bitstream and said second bitstream.*

18. (Amended) An apparatus for providing synchronization in a communication network, comprising:

means [(112, 118)] for providing, at a node or the network, a bitstream with a recurrent frame synchronization signal defining recurrent frames on said bitstream;

means [(102, 106)] for receiving data relating to a frame synchronization situation, which at least partly affected by said frame synchronization signal, as determined at another node of the network; and

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LAW OFFICES OF
SEAN R. MORRILL
MORRILL PERSON LLP
27 METRO DRIVE
SUITE 700
SAN JOSE, CA 95110
(408) 453-9200
FAX (408) 453-7979